

Wertingen 8th October, 1805.

A scenario for

# *Grand Manoeuvre:*

*Black Powder & Blue Steel*



*Napoleonic Miniatures*

*Wargames Rules*

*By Michael Collins.*



## Wertingen 8th October, 1805

### Scenario Notes:

#### Austrian player's briefing:

##### **Feldmarschall-Leutnant Baron Franz Xavier Auffenberg:**

After receiving urgent orders from FML Mack to scout for the enemy in the direction of Donauworth, you have force-marched your command through-out the night of the 7<sup>th</sup>/8<sup>th</sup> October arriving at the village of Wertingen.

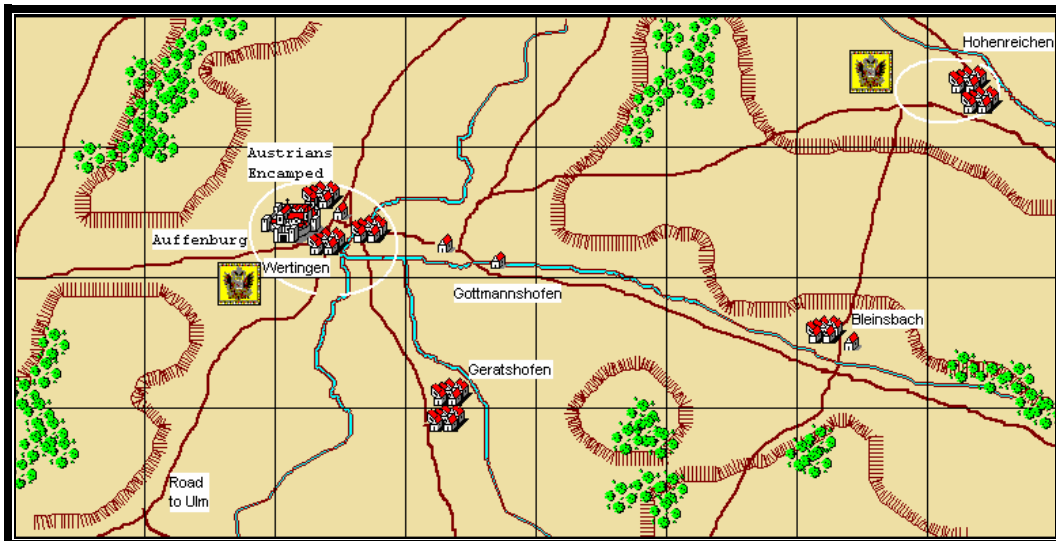
The main body of nine battalions and two squadrons of the 3rd Kuirassier Regiment Erzherzog Albert has encamped south of Wertingen, the Chevaulegers and two companies of infantry are stationed at Hohenreichen.

It is your intention to hold this position today and at some time tomorrow perhaps, you expect to make contact with the enemy's advance guard.

However, the men have been resting since sunrise and you are holding a staff meeting, when you are informed by an officer of the Latour Chevaulegers that French cavalry are advancing from the northeast on Hohenreichen and Wertingen.

It is just after 12 noon and it would seem that you are about to come into contact soon with the French advance guard.

#### Austrian player's map



1. Located within the south-western section of Wertingen, Schloss Wertingen is a substantial building comprising of two blocks that are 3-4 stories tall with two towers and is surrounded by a small garden. This can be defended by one battalion of Grenadiers with a +2 modifier.

2. The single buildings on the map are lightly built-up areas.



## Wertingen 8th October, 1805

### Scenario Notes:

#### French player/s briefing:

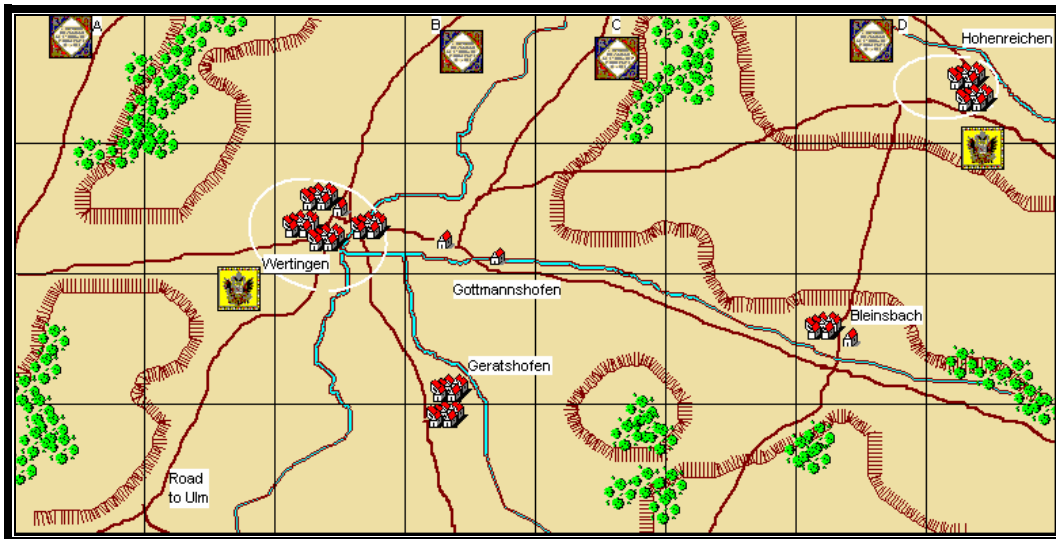
##### **Maréchal Jean Lannes (Commander V Corps):**

Your orders are to advance southwest in order to cut the enemy's line of retreat.  
After you had received reports that the enemy were concentrated around Wertingen you ordered your cavalry, under Général de Brigade Fauconnet, forward to pin or attack the Austrians there.  
As you approach, the combat develops and your march is directed by the sound of the guns.

##### **Chef d'escadron, Remy Joseph Isidore Excelmans in command by the authority of Maréchal Joachim Murat (Commander Reserve Cav):**

A scout for the 10<sup>th</sup> Hussars has informed you that an Austrian force of about 12,000 is around Wertingen and Hohenreichen with the main infantry force being at Wertingen.  
You have been given command of Beaumont's cavalry in order to pin them for an attack.

#### French player's map:



#### **Dragoons on foot:**

Each regiment may dismount two bases of dragoons and these combat as skirmishers.  
Two regiments may dismount to make one whole formed unit.

French Horse Artillery with two medium gun models fire at -1 effect (artillery units "1" & "2").



## Wertingen 8th October, 1805

### Scenario Notes:

#### Umpire`s notes (full scenario):

##### Turn 1: (12:28 pm).

Auffenburg is told that French cavalry are approaching along road "C"

##### Turn 2: (at 12:32 pm).

Excelmans in command with the 3<sup>rd</sup> Dragoon Division of Général de Division Beaumont advances one move along the roads marked "C" or "D".

##### Turn 17: (at 1:32 pm).

Murat with Général de Division Klein advances one move on to table, with the 1<sup>st</sup> Dragoon Division on the roads marked "B" or "C".

##### Turn 25: (at 14:04 pm).

The 5th Light Cavalry Division, under Général de Brigade Fauconnet advances one move along road "A".

##### Turn 51: (at about 15:40 pm).

The V Corps, under Maréchal Jean Lannes, 1st Infantry Division: Général de Division Oudinot and 1st Dragoon Division advances one move along road "A":

##### Turn 60: (at 16:16 pm).

The 1<sup>st</sup> Heavy Cavalry Division under Général de Division Nansouty arrives on road "B".

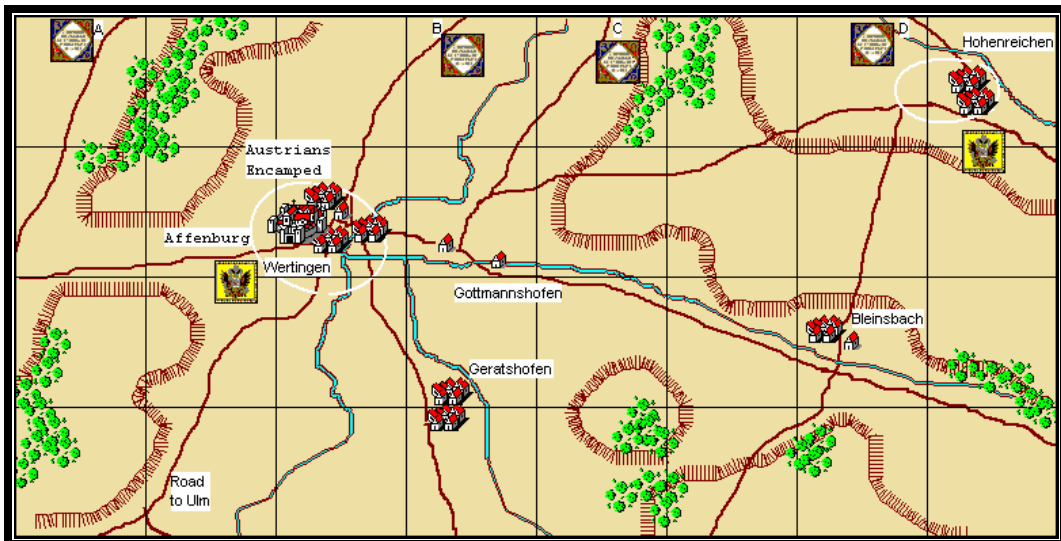
#### Victory conditions (a guide):

This is an uneven fight, but victory may be claimed after 16:30 hrs by the Austrians if they end the game or retire off the battlefield, along the two feet of the bottom left of the battlefield towards Ulm with four battalions in good morale.

The French must defeat the Austrians by inflicting bad morale on six Austrian infantry battalions. Without telling him exactly what is required, inform the French player therefore that he requires a "crushing victory"!

If the Austrians are routed off-table (failing to rally with a passed command reaction test) with four, or more battalions still in good morale it will still be a French win.

#### Umpire`s map (longer game):







## Wertingen 8th October, 1805

### Scenario Notes:

#### Umpire`s notes (shorter scenario):

Joined by the Latour Chevaulegers, Auffenberg`s command may be deployed south-west of Wertingen,

Schloss Wertingen may be garrisoned by 1 battalion of Austrian Grenadiers.

#### Turn 1: (at 13:28 hrs).

Excelmans in command with the 3<sup>rd</sup> Dragoon Division of Général de Division Beaumont is in possession of Hohenreichen.

Murat with Général de Division Klein advances one move on to table, with the 1<sup>st</sup> Dragoon Division on the roads marked "B" or "C".

#### Turn 9: (at 14:00 hrs).

The 5th Light Cavalry Division, under Général de Brigade Fauconnet advances one move along road "A".

#### Turn 35: (at 3:45 hrs).

The V Corps, under Maréchal Jean Lannes, 1st Infantry Division: Général de Division Oudinot and 1st Dragoon Division advances one move on to table, along road "A":

#### Turn 44: (at 4:30 pm).

The 1<sup>st</sup> Heavy Cavalry Division under Général de Division Nansouty arrives on road "B".

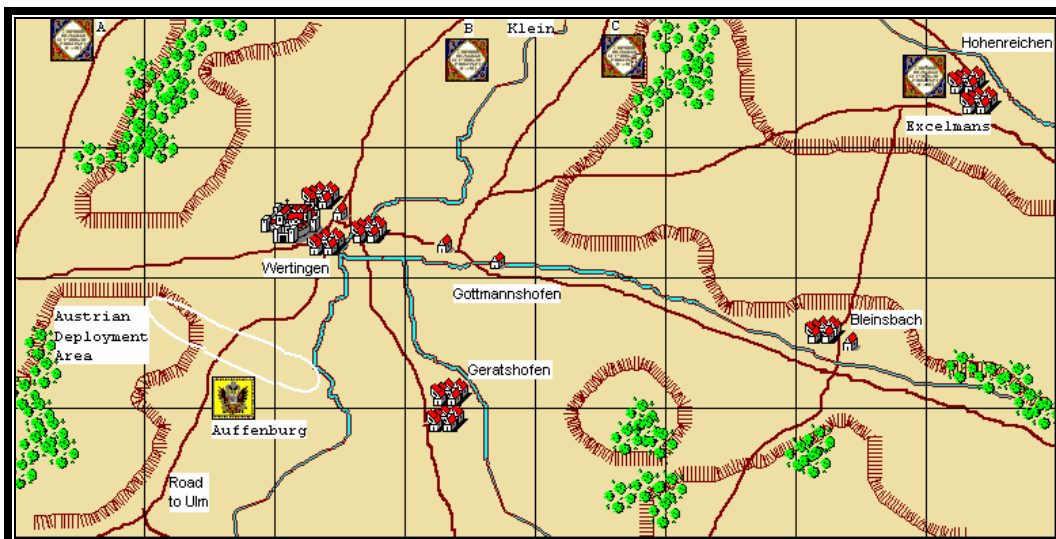
#### Victory conditions (a guide):

This is an uneven fight, but victory may be claimed by the Austrians after 16:30 hrs if they end the game or retire off the battlefield, along two feet of the bottom left of the battlefield towards Ulm, with four battalions in good morale.

The French must defeat the Austrians by inflicting bad morale on six Austrian infantry battalions. Without telling him exactly what is required, inform the French player that he requires a "crushing victory"!

If the Austrians are routed off-table (failing to rally with a passed command reaction test) with four, or more battalions still in good morale it will still be a French win.

#### Umpire`s map (shorter scenario)





Wertingen : 8<sup>th</sup> October, 1805.

**Austrian UNIT ROSTER:**

**At Wertingen:**

**Feldmarschall-Leutnant Baron Franz Xavier Auffenberg (Average)**

**Army command control rating: Poor.**

Unit No:	Unit Class:	Unit name & notes:
1	B	3rd Kuirassier Regiment Erzherzog Albert (2 bases)

Grenadiers:

2	D	IR18 Stuart Grenadier Battalion
3	D	IR42 Erbach Grenadier Battalion
4	D	IR25 Spork Grenadier Battalion
5	D	IR55 Reuss Greitz Grenadier Battalion
6	D	IR38 Wurrtemberg Grenadier Battalion
7	D	IR57 Colleredo Grenadier Battalion

Line Infantry:

8	D	1 <sup>st</sup> Battalion IR55 Reuss Greitz
9	D	2 <sup>nd</sup> Battalion IR55 Reuss Greitz
10	D	3 <sup>rd</sup> Battalion IR55 Reuss Greitz
		Battalion Guns: (Light 4 bases. These may be distributed between the line and the grenadier infantry)

At Hohenreichen/or with the infantry in the shorter scenario:

11	B	4 <sup>th</sup> Chevaulegers Regiment Latour (2 bases)
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Not in the shorter scenario:

12	D	1 company of infantry (combat as skirmishers)
13	D	1 company of infantry (combat as skirmishers)



Wertingen : 8<sup>th</sup> October, 1805

French UNIT ROSTER:

Chef d`escadron, Remy Joseph Isidore Excelmans (Good).

Army command control rating: Good.

Arriving at 12:30 pm:

3<sup>rd</sup> Dragoon Division: Général de Division Beaumont (Good)

1<sup>st</sup> Brigade: Général de Brigade Boyé

1	C	5 <sup>th</sup> /8 <sup>th</sup> Dragoon Regts. (4 bases)
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2<sup>nd</sup> Brigade: Général de Brigade

2	C	9 <sup>th</sup> /12 <sup>th</sup> Dragoon Regts. (4 bases)
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3<sup>rd</sup> Brigade: Général de Brigade

3	C	16 <sup>th</sup> /21 <sup>st</sup> Dragoon Regts. (4 bases)
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Artillery:

1	2 <sup>nd</sup> Horse Artillery 3 <sup>rd</sup> Company 2x 8pdr 1x 6" Howitzers (2 medium bases)
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Arriving at 1:30 pm:

1<sup>st</sup> Dragoon Division: Général de Division Klein with Murat (Good)

1<sup>st</sup> Brigade: Général de Brigade

4	C	1 <sup>st</sup> /2 <sup>nd</sup> Dragoon Regts. (4 bases)
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2<sup>nd</sup> Brigade: Général de Brigade

5	C	4 <sup>th</sup> /20 <sup>th</sup> Dragoon Regts. (4 bases)
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3<sup>rd</sup> Brigade: Général de Brigade

6	C	14 <sup>th</sup> /26 <sup>th</sup> Dragoon Regts. (4 bases)
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Artillery:

2	6 <sup>th</sup> Horse Artillery Company 2x 8pdr 1x 6" Howitzers (2 medium bases)
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Arriving at 2 pm:

5<sup>th</sup> Light Cavalry Division: Général de Brigade Fauconnet (Good)

1<sup>st</sup> Brigade: Général de Brigade Treillard

Unit No:	Unit Class:	Unit name & notes:
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7	C	9 <sup>th</sup> /10 <sup>th</sup> Hussars (4 bases)
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2<sup>nd</sup> Brigade Général de Brigade Fauconnet

8	C	13 <sup>th</sup> /21 <sup>st</sup> Hussars (4 bases)
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Artillery:

3	2 <sup>nd</sup> Horse Artillery 2 <sup>nd</sup> Company 4x 8 pdr 2x 6" Howitzers (3 medium bases).
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Wertingen : 8<sup>th</sup> October, 1805

**French UNIT ROSTER:**

**Arriving at 3:45 pm:**

**V Corps : Maréchal Jean Lannes (Brilliant)**

**1st Infantry Division: Général de Division Oudinot (Good)**

1st Brigade: Général de Brigade Laplanche-Morthières

9	B	1st Grenadier Regt : 1 <sup>st</sup> Battalion d'élite 13 <sup>th</sup> Ligne
10	B	1st Grenadier Regt : 2 <sup>nd</sup> Battalion d'élite 58 <sup>th</sup> Ligne
11	B	2 <sup>nd</sup> Grenadier Regt : 1st Battalion d'élite 9 <sup>th</sup> Ligne
12	B	2 <sup>nd</sup> Grenadier Regt : 2 <sup>nd</sup> Battalion d'élite 81 <sup>st</sup> Ligne

2<sup>nd</sup> Brigade: Général de Brigade Dupas

13	B	3 <sup>rd</sup> Grenadier Regt : 1 <sup>st</sup> Battalion d'élite 2 <sup>nd</sup> Légère
14	B	3 <sup>rd</sup> Grenadier Regt : 2 <sup>nd</sup> Battalion d'élite 3 <sup>rd</sup> Légère
15	B	4 <sup>th</sup> Grenadier Regt : 1 <sup>st</sup> Battalion d'élite 28 <sup>th</sup> Légère
16	B	4 <sup>th</sup> Grenadier Regt : 2 <sup>nd</sup> Battalion d'élite 31 <sup>st</sup> Légère

3<sup>rd</sup> Brigade: Général de Brigade Ruffin

17	B	5 <sup>th</sup> Grenadier Regt : 1 <sup>st</sup> Battalion d'élite 12 <sup>th</sup> Légère
18	B	5 <sup>th</sup> Grenadier Regt : 2 <sup>nd</sup> Battalion d'élite 15 <sup>th</sup> Légère

**Arriving at 4:30 pm:**

**1<sup>st</sup> Heavy Cavalry Division: Général de Division Nansouty (Good)**

1st Brigade: Général de Brigade Piston

19	B	1 <sup>st</sup> /2 <sup>nd</sup> Carabinier Regts. (4 bases)
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2<sup>nd</sup> Brigade: Général de Brigade La Houssaye

20	B	1 <sup>st</sup> /2 <sup>nd</sup> Cuirassier Regts. (4 bases)
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3<sup>rd</sup> Brigade: Général de Brigade Saint Germain

21	B	3 <sup>rd</sup> /5 <sup>th</sup> Cuirassier Regts. (4 bases)
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**Grand Manoeuvre : Black Powder & Blue Steel**  
**Full Scenario Battle Timetable/Record.**

(Each 4-minute segment corresponds to one game turn)

Spaces have been left for umpires/players notes, for planned manoeuvres or events in the course of a battle. Turn numbers have been added for this scenario.

		<i>13:00</i>	
		<i>9</i>	
		<i>13:04</i>	
		<i>10</i>	
		<i>13:08</i>	
		<i>11</i>	
		<i>13:12</i>	
		<i>12</i>	
		<i>13:16</i>	
		<i>13</i>	
		<i>13:20</i>	
		<i>14</i>	
		<i>13:24</i>	
		<i>15</i>	
<i>12:28</i>		<i>13:28</i>	
<i>1</i>		<i>16</i>	
<i>12:32</i>		<i>13:32</i>	
<i>2</i>		<i>17</i>	
<i>12:36</i>		<i>13:36</i>	
<i>3</i>		<i>18</i>	
<i>12:40</i>		<i>13:40</i>	
<i>4</i>		<i>19</i>	
<i>12:44</i>		<i>13:44</i>	
<i>5</i>		<i>20</i>	
<i>12:48</i>		<i>13:48</i>	
<i>6</i>		<i>21</i>	
<i>12:52</i>		<i>13:52</i>	
<i>7</i>		<i>22</i>	
<i>12:56</i>		<i>13:56</i>	
<i>8</i>		<i>23</i>	



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<i>14:00</i>		<i>15:00</i>	
<i>25</i>		<i>40</i>	
<i>14:04</i>		<i>15:04</i>	
<i>26</i>		<i>41</i>	
<i>14:08</i>		<i>15:08</i>	
<i>27</i>		<i>42</i>	
<i>14:12</i>		<i>15:12</i>	
<i>28</i>		<i>43</i>	
<i>14:16</i>		<i>15:16</i>	
<i>29</i>		<i>44</i>	
<i>14:20</i>		<i>15:20</i>	
<i>30</i>		<i>45</i>	
<i>14:24</i>		<i>15:24</i>	
<i>31</i>		<i>46</i>	
<i>14:28</i>		<i>15:28</i>	
<i>32</i>		<i>47</i>	
<i>14:32</i>		<i>15:32</i>	
<i>33</i>		<i>48</i>	
<i>14:36</i>		<i>15:36</i>	
<i>34</i>		<i>49</i>	
<i>14:40</i>		<i>15:40</i>	
<i>35</i>		<i>51</i>	
<i>14:44</i>		<i>15:44</i>	
<i>36</i>		<i>52</i>	
<i>14:48</i>		<i>15:48</i>	
<i>37</i>		<i>53</i>	
<i>14:52</i>		<i>15:52</i>	
<i>38</i>		<i>54</i>	
<i>14:56</i>		<i>15:56</i>	
<i>39</i>		<i>55</i>	



**Grand Manoeuvre : Black Powder & Blue Steel**  
**Full Scenario Battle Timetable/Record.**

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<i>16:00</i>		<i>17:00</i>	
<i>56</i>		<i>71</i>	
<i>16:04</i>		<i>17:04</i>	
<i>57</i>		<i>72</i>	
<i>16:08</i>		<i>17:08</i>	
<i>58</i>		<i>73</i>	
<i>16:12</i>		<i>17:12</i>	
<i>59</i>		<i>74</i>	
<i>16:16</i>		<i>17:16</i>	
<i>60</i>		<i>75</i>	
<i>16:20</i>		<i>17:20</i>	
<i>61</i>		<i>76</i>	
<i>16:24</i>		<i>17:24</i>	
<i>62</i>		<i>77</i>	
<i>16:28</i>		<i>17:28</i>	
<i>63</i>		<i>78</i>	
<i>16:32</i>		<i>17:32</i>	
<i>64</i>		<i>79</i>	
<i>16:36</i>		<i>17:36</i>	
<i>65</i>		<i>80</i>	
<i>16:40</i>		<i>17:40</i>	
<i>66</i>		<i>81</i>	
<i>16:44</i>		<i>17:44</i>	
<i>67</i>		<i>82</i>	
<i>16:48</i>		<i>17:48</i>	
<i>68</i>		<i>83</i>	
<i>16:52</i>		<i>17:52</i>	
<i>69</i>		<i>84</i>	
<i>16:56</i>		<i>17:56</i>	
<i>70</i>		<i>85</i>	



**Grand Manoeuvre : Black Powder & Blue Steel**

**Full Scenario Battle Timetable/Record.**

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<i>18:00</i>			
<i>86</i>			
<i>18:04</i>			
<i>87</i>			
<i>18:08</i>			
<i>88</i>			
<i>18:12</i>			
<i>89</i>			
<i>18:16</i>	Dark: scenario ends.		
<i>90</i>			





**Grand Manoeuvre : Black Powder & Blue Steel**  
**Shorter Scenario Battle Timetable/Record.**

(Each 4-minute segment corresponds to one game turn)

Spaces have been left for umpires/players notes, for planned manoeuvres or events in the course of a battle. Turn numbers have been added for this scenario.

		<i>14:00</i>	
		<i>9</i>	
		<i>14:04</i>	
		<i>10</i>	
		<i>14:08</i>	
		<i>11</i>	
		<i>14:12</i>	
		<i>12</i>	
		<i>14:16</i>	
		<i>13</i>	
		<i>14:20</i>	
		<i>14</i>	
		<i>14:24</i>	
		<i>15</i>	
<i>13:28</i>		<i>14:28</i>	
<i>1</i>		<i>16</i>	
<i>13:32</i>		<i>14:32</i>	
<i>2</i>		<i>17</i>	
<i>13:36</i>		<i>14:36</i>	
<i>3</i>		<i>18</i>	
<i>13:40</i>		<i>14:40</i>	
<i>4</i>		<i>19</i>	
<i>13:44</i>		<i>14:44</i>	
<i>5</i>		<i>20</i>	
<i>13:48</i>		<i>14:48</i>	
<i>6</i>		<i>21</i>	
<i>13:52</i>		<i>14:52</i>	
<i>7</i>		<i>22</i>	
<i>13:56</i>		<i>14:56</i>	
<i>8</i>		<i>23</i>	



**Grand Manoeuvre : Black Powder & Blue Steel**  
**Shorter Scenario Battle Timetable/Record.**

(Each 4-minute segment corresponds to one game turn)

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<i>15:00</i>		<i>16:00</i>	
<i>24</i>		<i>39</i>	
<i>15:04</i>		<i>16:04</i>	
<i>25</i>		<i>40</i>	
<i>15:08</i>		<i>16:08</i>	
<i>26</i>		<i>41</i>	
<i>15:12</i>		<i>16:12</i>	
<i>27</i>		<i>42</i>	
<i>15:16</i>		<i>16:16</i>	
<i>28</i>		<i>43</i>	
<i>15:20</i>		<i>16:20</i>	
<i>29</i>		<i>44</i>	
<i>15:24</i>		<i>16:24</i>	
<i>30</i>		<i>45</i>	
<i>15:28</i>		<i>16:28</i>	
<i>31</i>		<i>46</i>	
<i>15:32</i>		<i>16:32</i>	
<i>32</i>		<i>47</i>	
<i>15:36</i>		<i>16:36</i>	
<i>33</i>		<i>48</i>	
<i>15:40</i>		<i>16:40</i>	
<i>34</i>		<i>49</i>	
<i>15:44</i>		<i>16:44</i>	
<i>35</i>		<i>50</i>	
<i>15:48</i>		<i>16:48</i>	
<i>36</i>		<i>51</i>	
<i>15:52</i>		<i>16:52</i>	
<i>37</i>		<i>52</i>	
<i>15:56</i>		<i>16:56</i>	
<i>38</i>		<i>53</i>	



**Grand Manoeuvre : Black Powder & Blue Steel**  
**Shorter Scenario Battle Timetable/Record.**

(Each 4-minute segment corresponds to one game turn)

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<i>17:00</i>		<i>18:00</i>	
<i>54</i>		<i>69</i>	
<i>17:04</i>		<i>18:04</i>	
<i>55</i>		<i>70</i>	
<i>17:08</i>		<i>18:08</i>	
<i>56</i>		<i>71</i>	
<i>17:12</i>		<i>18:12</i>	
<i>57</i>		<i>72</i>	
<i>17:16</i>		<i>18:16</i>	Dark; scenario ends.
<i>58</i>		<i>73</i>	
<i>17:20</i>			
<i>59</i>			
<i>17:24</i>			
<i>60</i>			
<i>17:28</i>			
<i>61</i>			
<i>17:32</i>			
<i>62</i>			
<i>17:36</i>			
<i>63</i>			
<i>17:40</i>			
<i>64</i>			
<i>17:44</i>			
<i>65</i>			
<i>17:48</i>			
<i>66</i>			
<i>17:52</i>			
<i>67</i>			
<i>17:56</i>			
<i>68</i>			

